Archie
ADVENTURE SERIES
NO. 108
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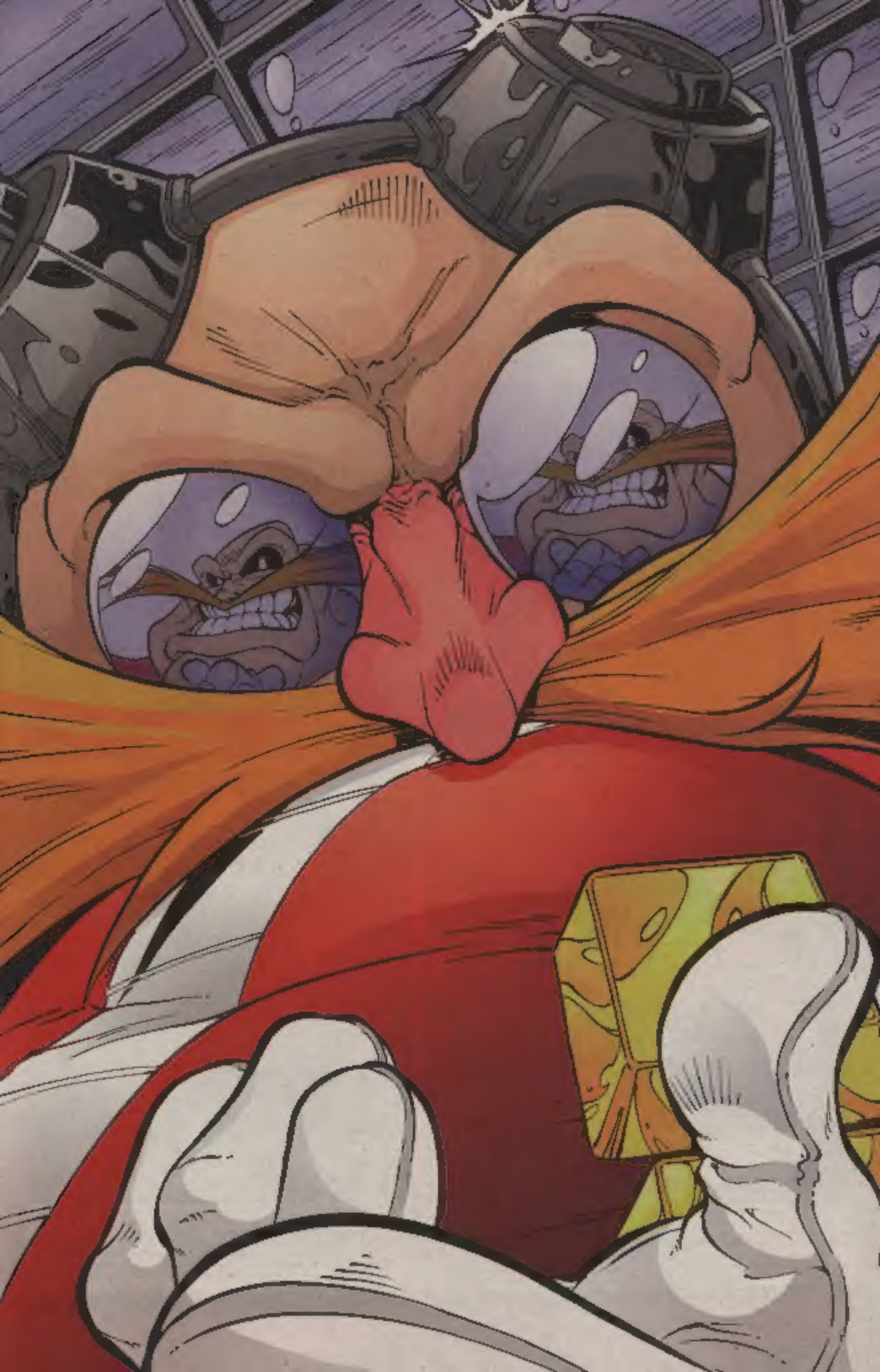
THE WORLD'S MOST WAY PAST COOL COMIC!
SONIC
THE HEDGEHOG
SAY IT ISN'T SO!!
THE RETURN OF THE ORIGINAL DR. ROBOTNIK!
DIRECT EDITION



OBSERVE, SNIVELY--ON THE VIEWSCREEN BEFORE US IS KNUCKLES

THAT ENERGY-ENDOWED *IDIOT* HAS SOMEHOW BECOME *POWERFUL* ENOUGH TO ALTER THE VERY *FACE* OF REALITY...*

*SEE SONIC THE HEDGEHOG #107.

...AND MY *RESEARCH* REVEALS THAT THOUGH THINGS *APPEAR* NORMAL...

WHAT CHANGE IS THAT *DOCTOR ROBOTNIK* SIR?

...A DRAMATIC *CHANGE* HAS OCCURRED AS A *RESULT* OF HIS TAMPERING WITH *TIME/SPACE!*

THIS ONE!

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ROBOTNIK X2 = TROUBLE!

BENNY LEE/WRITER RON LIM/PENCILER ANDREW PEPOY & PAM EKLUND/INKERS
JEFF POWELL/LETTERER JOSH & AIMEE RAY/COLORISTS J.F. GABRIE/EDITOR
VICTOR GORELICK/MANAGING EDITOR RICHARD GOLDWATER/EDITOR IN CHIEF

MEANWHILE IN KNOTHOLE VILLAGE...
OKAY, FREEDOM FIGHTERS--COME OUT, COME OUT WHEREVER YOU ARE!

THE L'IL FELLA'S GONNA HAVE TO TRY A HECK OF A LOT HARDER'N THAT, EH, ANTOINE?
BUT OF COURSE, BUNNIE, MA CHERE...

POOR TAILS... HE CAN'T SEE ME IN THE TREES ABOVE...
...OR ROTOR IN THE RIVER BELOW!

AH-HA! YOU CAN'T HIDE SONIC!
RUSTLE

WAITAMINNIT, BUD! I'M OVER HERE.
HUH?

THEN WHO'S IN THE BUSHES?

SONIC! TAILS! YOU'RE A SIGHT FOR SORE EYES!

I CAN'T BELIEVE MY OWN EYES! IT'S THE ORIGINAL DOCTOR ROBOTNIK!

HE USED TO BE OUR WORST ENEMY!

"BUT HE HASN'T BEEN SEEN IN AGES!"*

* SINCE ISH #50!

AND HE HAD A PRETTY GOOD EXCUSE -- HE WAS MAJORLY WIPED OUT OF EXISTENCE!

HOW'D A CREEP LIKE YOU MANAGE TO GET A ROUND-TRIP TICKET TO THE AFTERLIFE?

THIS ISN'T MY DOING! ANOTHER VERSION OF MYSELF BROUGHT ME BACK IN ORDER TO STEAL MY OH-SO PRECIOUS MEMORIES!

HE'S TEN TIMES NASTIER THAN I EVER WAS! I BARELY MANAGED TO ESCAPE HIS -GASP- SHADOW-BOTS!

WHY SHOULD WE CARE? YOU BADNIKS ARE BOTH FROM THE SAME MOLD.

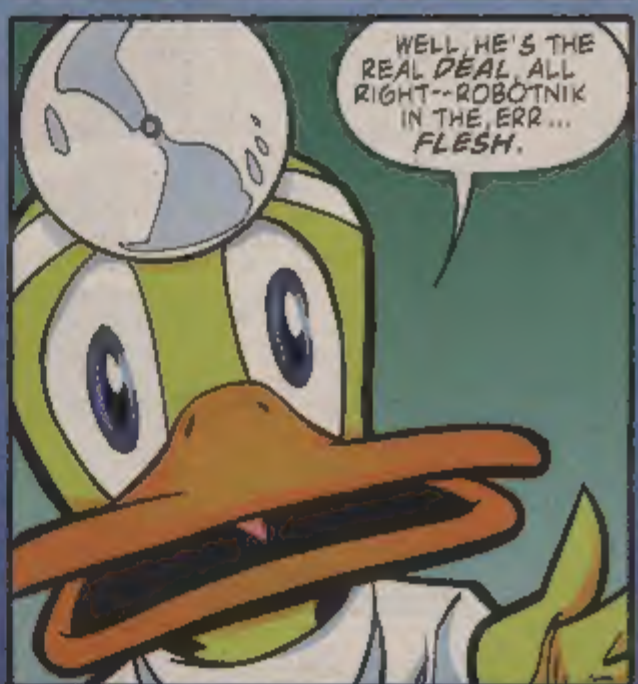
GET IT? "MOLD?"

MOM? DAD? WHAT DO YOU THINK?
ALL I'M ASKING FOR IS PROTECTION!
HE DOES LOOK BADLY BRUISED, MAX...
I SEE, ALICIA. MAYBE WE CAN HELP...

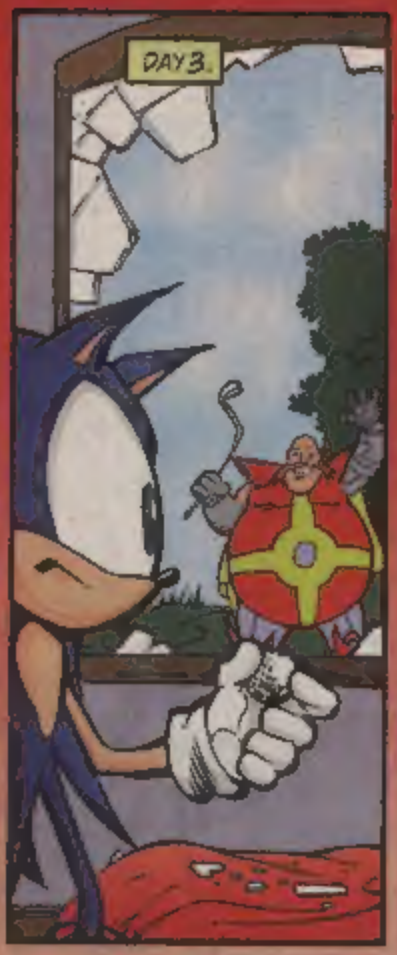
HEL-LOOOO! HAS EVERYONE FORGOTTEN HOW HE ONCE TRIED TO TURN US ALL INTO HIS ROBOT SLAVES?!
I MEAN HE COULD BE A ROBOT HIMSELF!

EXCELLENT POINT, SONIC...

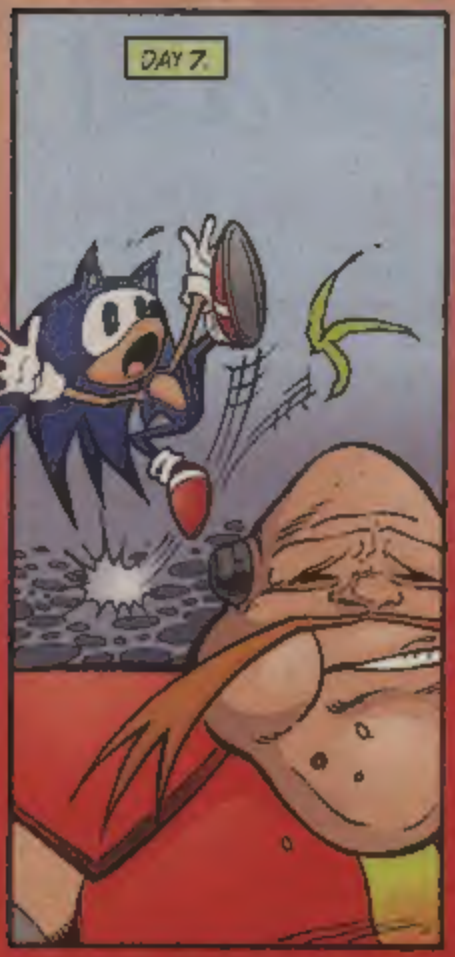
"...WHY NOT HAVE DOCTOR QUACK EXAMINE HIM?
UH-HUH...
UH-HUH...


WELL, HE'S THE REAL DEAL, ALL RIGHT--ROBOTNIK IN THE, ERR... FLESH.

DAY 1.


DAY 3.

DAY 5.


DAY 7.

RAAAARRRGGHHH!!

I MISS ROBOTROPOLIS VERY MUCH, YOUR HIGHNESS, AND NOW I'M READY TO FACE MYSELF!
WELL, IT'S ABOUT TIME!

SOON...
PRINCESS SALLY, PERHAPS WE COULD PUT THE PAST BEHIND US...

...AND BECOME ALLIES ONCE I'VE RECLAIMED MY CITY FROM THAT MADMAN.
WHATEVER.
GO FISH!

IF I CAN GAIN ACCESS TO MY COMPUTER'S HARD DRIVE...
...I'LL BE ABLE TO REGAIN CONTROL!

SONIC, TAILS, ANTOINE AND BUNNIE WILL HANDLE THE WELCOME PARTY...
...WHILE ROTOR, NICOLE, AND I WILL GIVE YOU TECH SUPPORT!

LET'S DO IT TO IT!

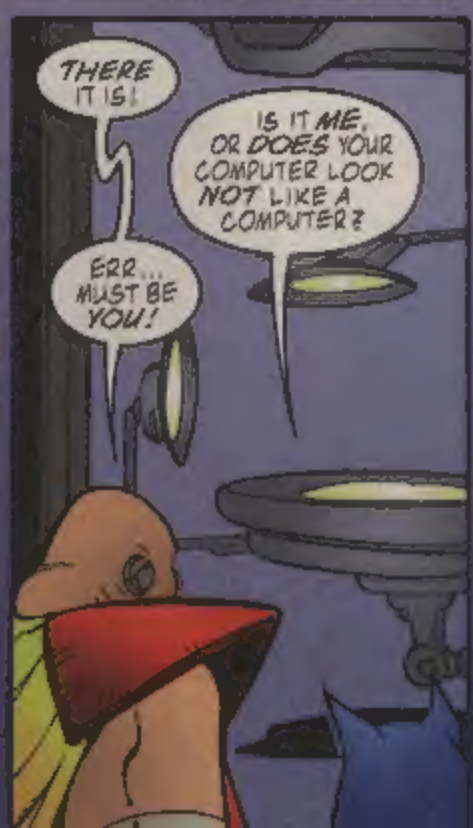
SKRASH
I'M FAST SO I PASS!

YOU SNOOZE...
...SO YOU LOSE!

HASTA LA VISTA, MISTAH!
BASH

OH, SHOOT! THAT'S YER REBEL YELL, SUGAH-HOG!
DON'T SWEAT IT, BUN!
SHAKIN' THINGS UP EVERY NOW AND AGAIN IS COOL IN MY BOOK!

WHERE'S THE COMPUTER LOCATED?
JUST A BIT FURTHER...


THERE IT IS!
IS IT ME, OR DOES YOUR COMPUTER LOOK NOT LIKE A COMPUTER?
ERR... MUST BE YOU!

WHY DON'T YOU TAKE READINGS WITH IN COLE WHILE I ACCESS THE MAINFRAME?

SOUNDS REASONABLE

CLICK

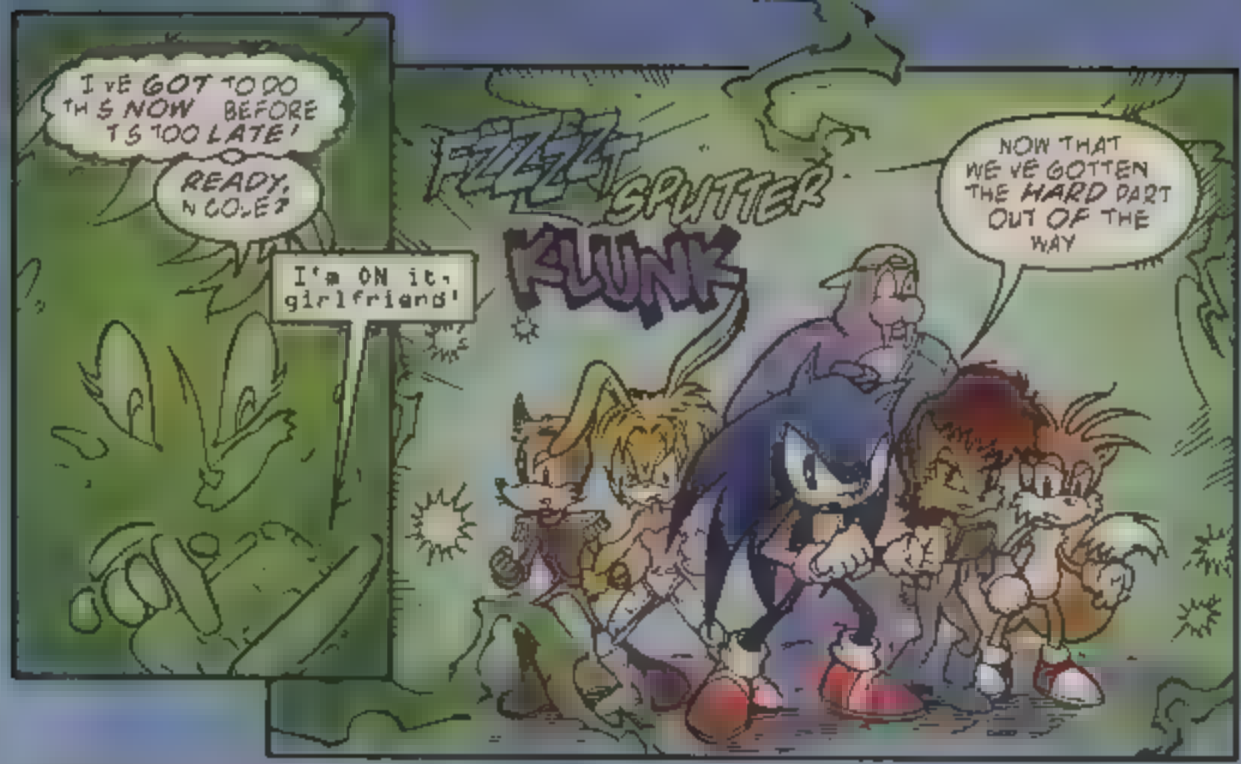
WHAT'S WITH THE LIGHTS ALL OF A SUDDEN?

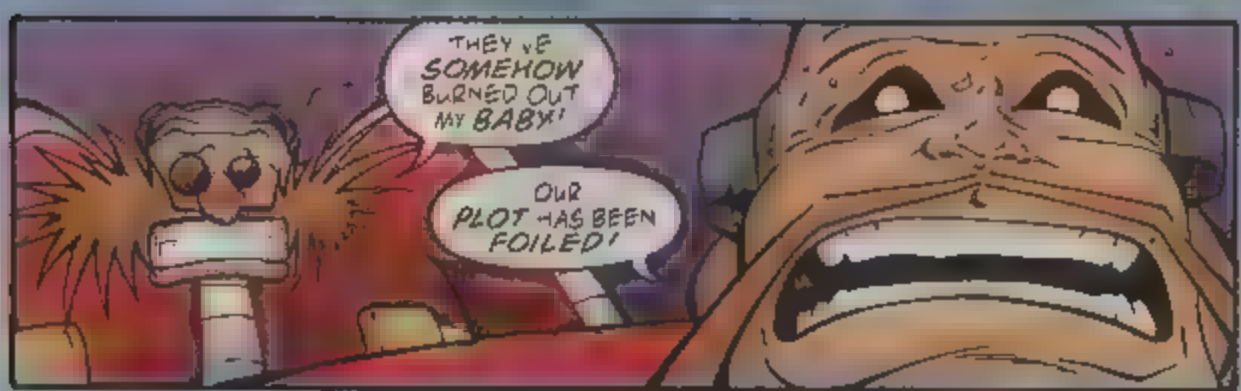
UH-OH I GOTA FUNNY FEELING ABOUT THIS AND NOT "HA-HA" FUNNY EITHER

WHAT'S HAPPENING TO US?

YOUR MOLECULES ARE DISASSEMBLING THANKS TO MY MATTER-FLUCTUATOR!

AN INGENIOUS INVENTION IF I DO SAY SO MYSELF (GIGGLE)!


I've GOT TO DO THIS NOW BEFORE IT'S TOO LATE!
READY, NICOLE?
I'm ON it, girlfriend!
FZZZZ
SPUTTER
KLUNK
NOW THAT WE'VE GOTTEN THE HARD PART OUT OF THE WAY

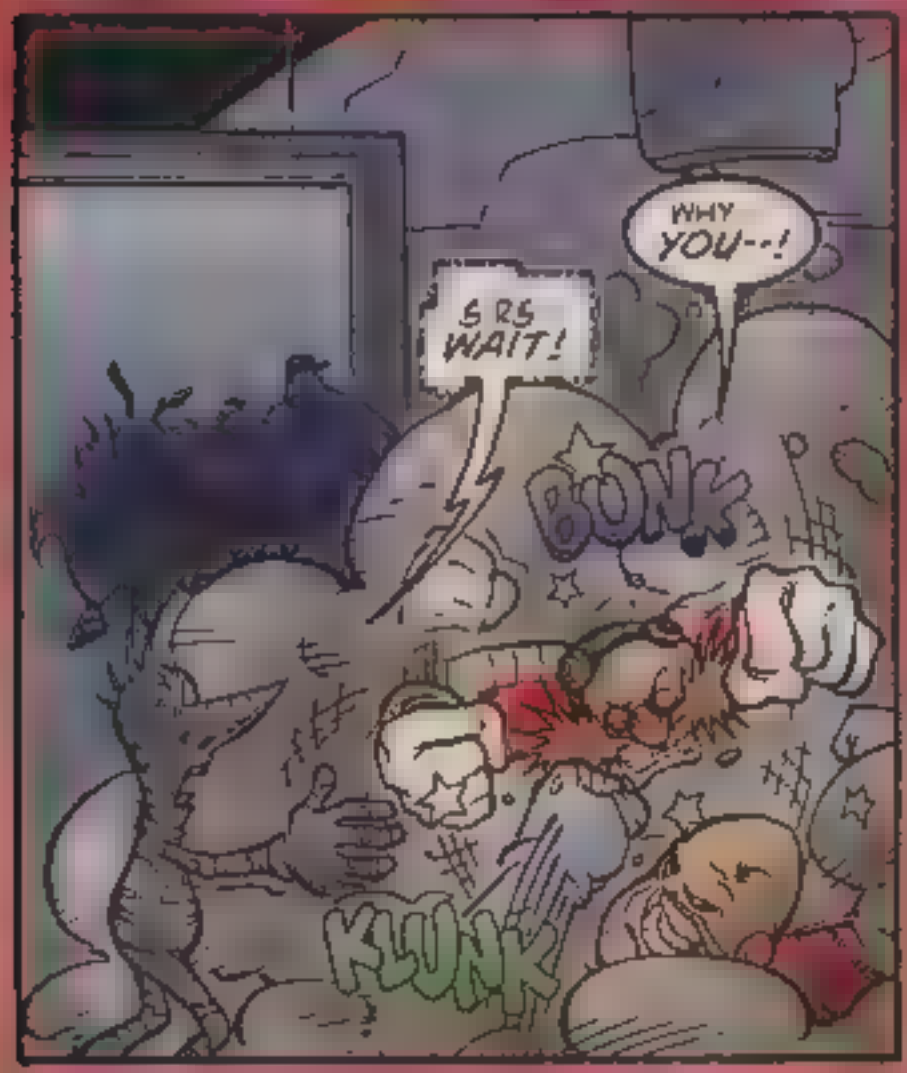

THEY'VE SOMEHOW BURNED OUT MY BABY!
OUR PLOT HAS BEEN FOILED!

DIDJA REALLY THINK WE BOUGHT YOUR STORY FOR ONE HOT MINUTE BUTTNIK? PUH-LEEZE
THE REAL REASON WE CAME HERE WAS TO DESTROY THE DEVICE THAT BROUGHT YOU BACK!

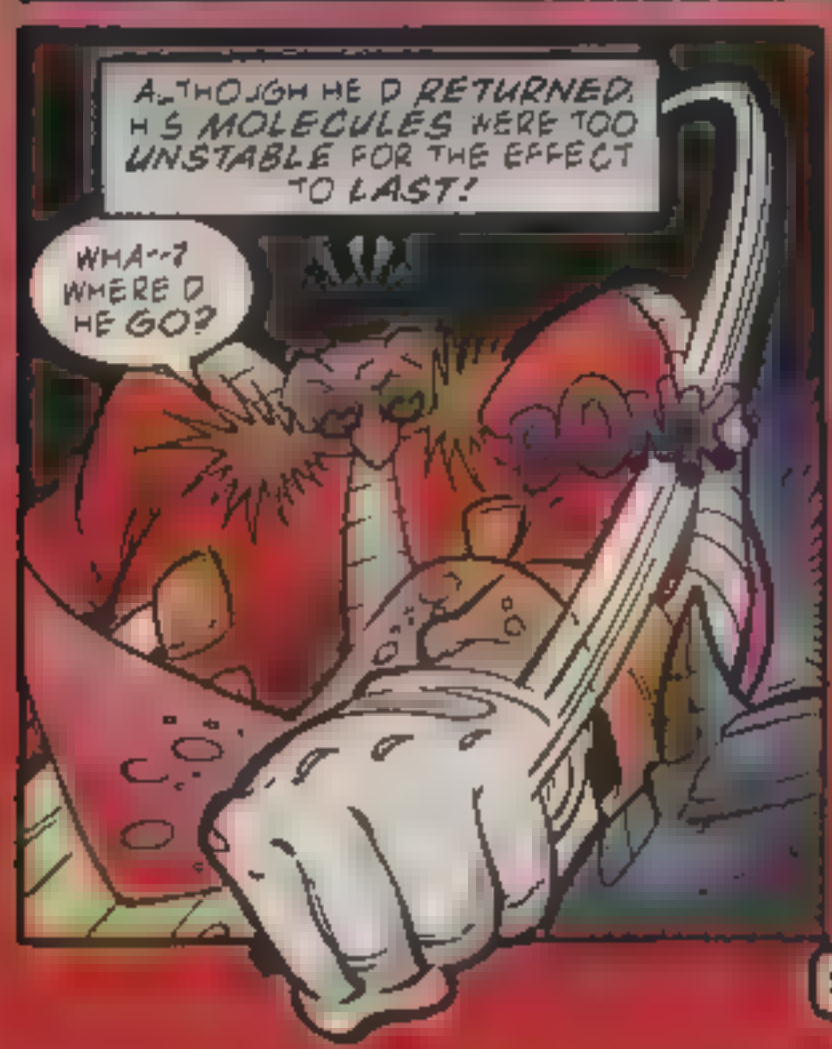
BUT WHY?!
YOU'LL SEE SOON ENOUGH

WHOSE NUMBSKULL IDEA WAS THIS ANYWAYS?!

IT WAS HIS!


WHY YOU--!
SIR, WAIT!
BONK
KLUNK

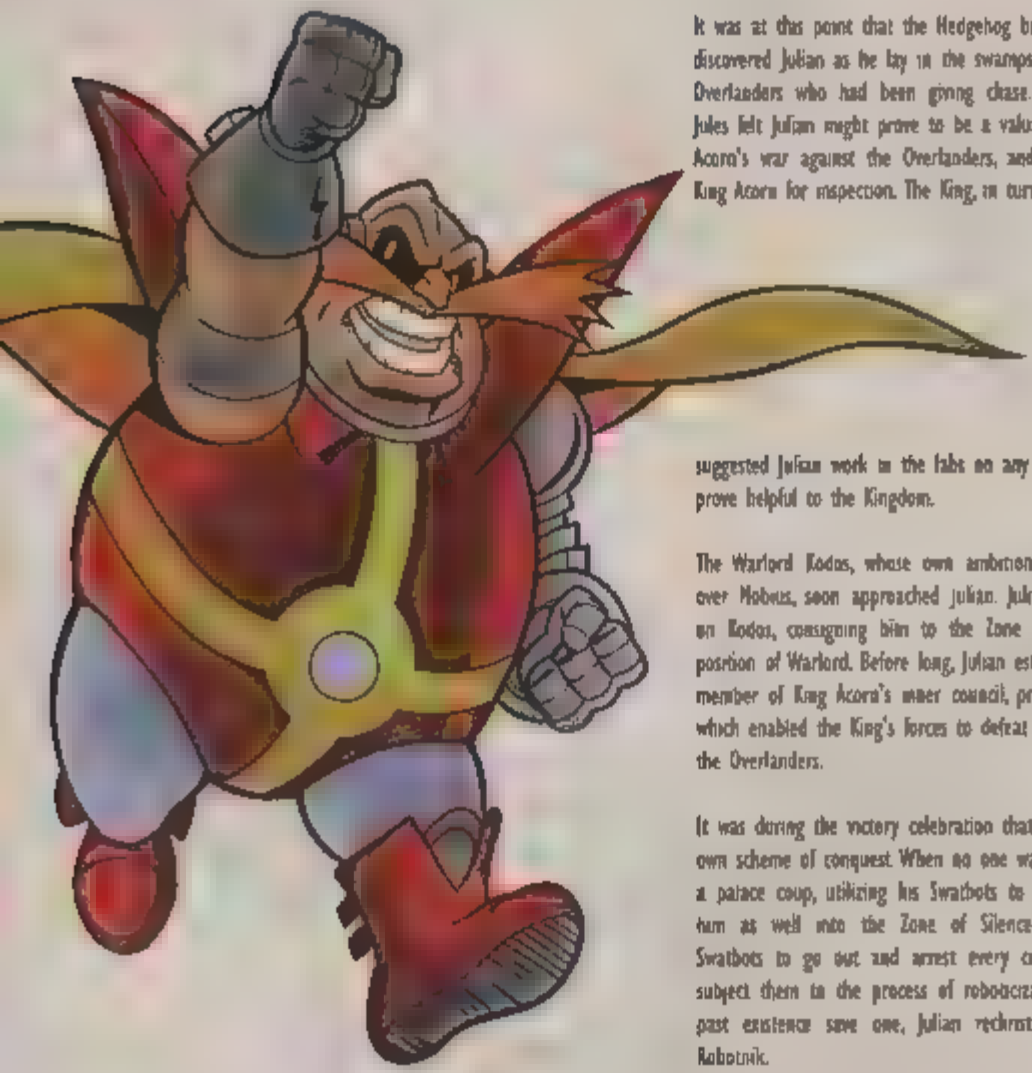
I DON'T UNDERSTAND WHY WE CAME ALL THE WAY HERE TO WRECK THAT MACHINE SONIC
WELL, TAILS, DOC QUACK KEPT ONE IMPORTANT FACT FROM ROBOTNIK AFTER EXAMINING HIM


ALTHOUGH HE'D RETURNED, HIS MOLECULES WERE TOO UNSTABLE FOR THE EFFECT TO LAST!
WHA--? WHERE'D HE GO?

WITH HIS MACHINE SCRAPPED THERE'S NO WAY FOR ROBOTNIK TO BRING HIMSELF BACK!
I HATE THAT HEDGEHOG.
The End

SEGA DATA FILE: 9

DR. ROBOTNIK I



FIRST APPEARANCE: SONIC THE HEDGEHOG #0, February 1993
FULL NAME: Dr. Ivo Robotnik (formerly known as Julian Kintobor from the House of Ivo)
RANK: Evil despot, absolute ruler over Robotropolis and all he surveyed
BORN: 253 / 3 89 DIED: 164 / 3235
HEIGHT: 32 marks WEIGHT: 12.7 stone
HAIR: red (when allowed to grow as Robotnik prefer the clean-shaven look)
EYES: coal grey
PREVIOUS EXPERIENCE: Warlord, Chief Scientist
KNOWN FAMILY: Colin Kintobor (brother-roboticized, whereabouts unknown), Colin O'Snively(I) Kintobor, jr (nephew - roboticized), Hope (niece)
KNOWN FRIENDS: None (He betrayed them all)

HISTORY: As the second son born unto his family, great things were expected of Julian Kintobor, and for a time he did not disappoint. Beyond that, not much else about his formative years is known other than he had an older brother named Colin and a distinguished career as a scientist among his people. There is evidence, however, that Julian may been a tad too ambitious for his own good, which resulted in the Overlanders outlawing some of his more dangerous experiments. It was his own brother, now a Megapolis Magistrate, who ultimately expulsed Julian from their society.

It was at this point that the Hedgehog brothers, Sir Charles and Jules, discovered Julian as he lay in the swamps after having avoided several Overlanders who had been giving chase. Despite Charles' misgivings, Jules felt Julian might prove to be a valuable asset in the Kingdom of Acorn's war against the Overlanders, and thus brought Julian before King Acorn for inspection. The King, in turn, suggested Julian work in the labs on any number of efforts that could prove helpful to the Kingdom.

The Warlord Rodos, whose own ambitions included world domination over Mobius, soon approached Julian. Julian instead turned the tables on Rodos, consigning him to the Zone of Silence and assuming his position of Warlord. Before long, Julian established himself as a trusted member of King Acorn's inner council, providing the winning strategy, which enabled the King's forces to defeat the Overlanders.

It was during the victory celebration that Julian decided to launch his own scheme of conquest. When no one was paying attention, he staged a palace coup, utilizing his Swatbots to seize King Acorn and banish him as well into the Zone of Silence. Julian then unleashed his Swatbots to go out and arrest every citizen of Mobius in order to subject them to the process of roboticization. Severing all ties to his past existence save one, Julian rechristened himself as Doctor Ivo Robotnik.

Having conquered the citizenry of Mobotropolis (which he soon renamed "Robotropolis"), Robotnik set his sights on proceeding to conquer the rest of Mobius, with an army of mindless roboticized slaves ready to carry out his every command. It didn't take long, however, before resistance forces started fighting back, and his greatest enemy soon turned out to be none other than a hedgehog with an attitude named Sonic.

Frustrated from one plan too many going awry because of the hedgehog, Robotnik struck back with an audacious scheme designed to turn all of Sonic's friends against him. Unfortunately for Robotnik, he only succeeded in enraging Sonic past the point-of-no-return, and found himself in a fight to the death with Sonic. Just as he activated the Ultimate Nullifier Sonic managed to survive that ordeal, but for all intents and purposes, Robotnik didn't.

SEGA DATA FILE: 10

DR. ROBOTNIK II

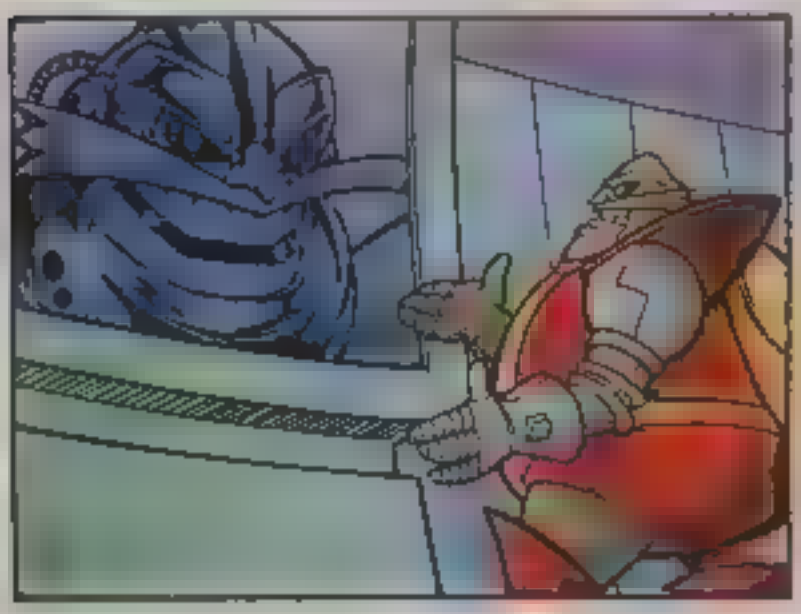
HISTORY Once upon a time in another zone, the being who would one day be known as Robotnik Mach Two had the same history as Dr. Robotnik I. That history changed when in that zone, Sonic and The Freedom Fighters had Robotnik at the verge of defeat. Rather than lose his reign, he roboticized himself and became more powerful than ever. Now calling himself Robo-Robotnik, this artificial lifeform became bent on conquering every known zone by first eliminating whatever version of Sonic existed within it. His mad scheme came to an abrupt halt when he utilized the Giant Borg in the Prime Zone and was defeated by a multitude of
Sonics.

Though his artificial body was destroyed, Robo-RobotnikÕs cybernetic consciousness returned to his own zone, whereby it became trapped aboard an orbital space station he had been building but had not yet completed. When the first Doctor Robotnik accidentally transported aboard, Robo-Robotnik tapped his memory before transporting him back to his own reality, and learned where fragments of the Giant Borg existed in RoboÕs native zone.

After recovering the remains, Robo-Robotnik utilized his advanced technology to create a new shell, a carbon-version of the first Doctor Robotnik, and proceeded to wipe out the Royal Family on his Mobius. He then returned to the zone where the first Robotnik existed, only to discover he died while
engaging in mortal combat against Sonic

Deciding conquering one zone was as good as another, Robo-Robotnik set up shop and began by building a network of satellites from which he launched his initial attacks. After revealing his existence to Sonic and his fellow Freedom Fighters, Robo – who now referred to himself as Robotnik Mach Two – retook Mobotropolis, robbed the roboticized citizens of their free will and enslaved them once again, and embarked on a program to systematically conquer Mobius in a manner even more ruthless than his predecessor ever imagined.

As with the previous Robotnik, Robotnik Mach Two has come to experience defeat and frustration at the hands of Sonic and his fellow Freedom Fighters. The difference this time is that with each new encounter, the combat grows far more deadlier, and no one can say with any certainty who the
ultimate victor will eventually be



FIRST APPEARANCE: SONIC THE HEDGEHOG #19, February 1995
FULL NAME: Robotnik Mach Two (formerly Robo-Robotnik, formerly Dr Ivo Robotnik, formerly known as Julian Kintobor from the House of Ivo from another zone)
RANK: Evil genius
BORN: 253 / 3189 **ROBOTICIZED:** 46 / 3232
PHYSICAL CHARACTERISTICS: A cybernetic consciousness dependent upon whatever artificial mobile shell this lifeform inhabits
PREVIOUS EXPERIENCE: As Robo-Robotnik, mad conqueror in another zone. As Dr Ivo Robotnik: Warlord, Chief Scientist
ABILITIES: Whatever any individual mobile shell he inhabits is designed and programmed for

CASTLE ACORN

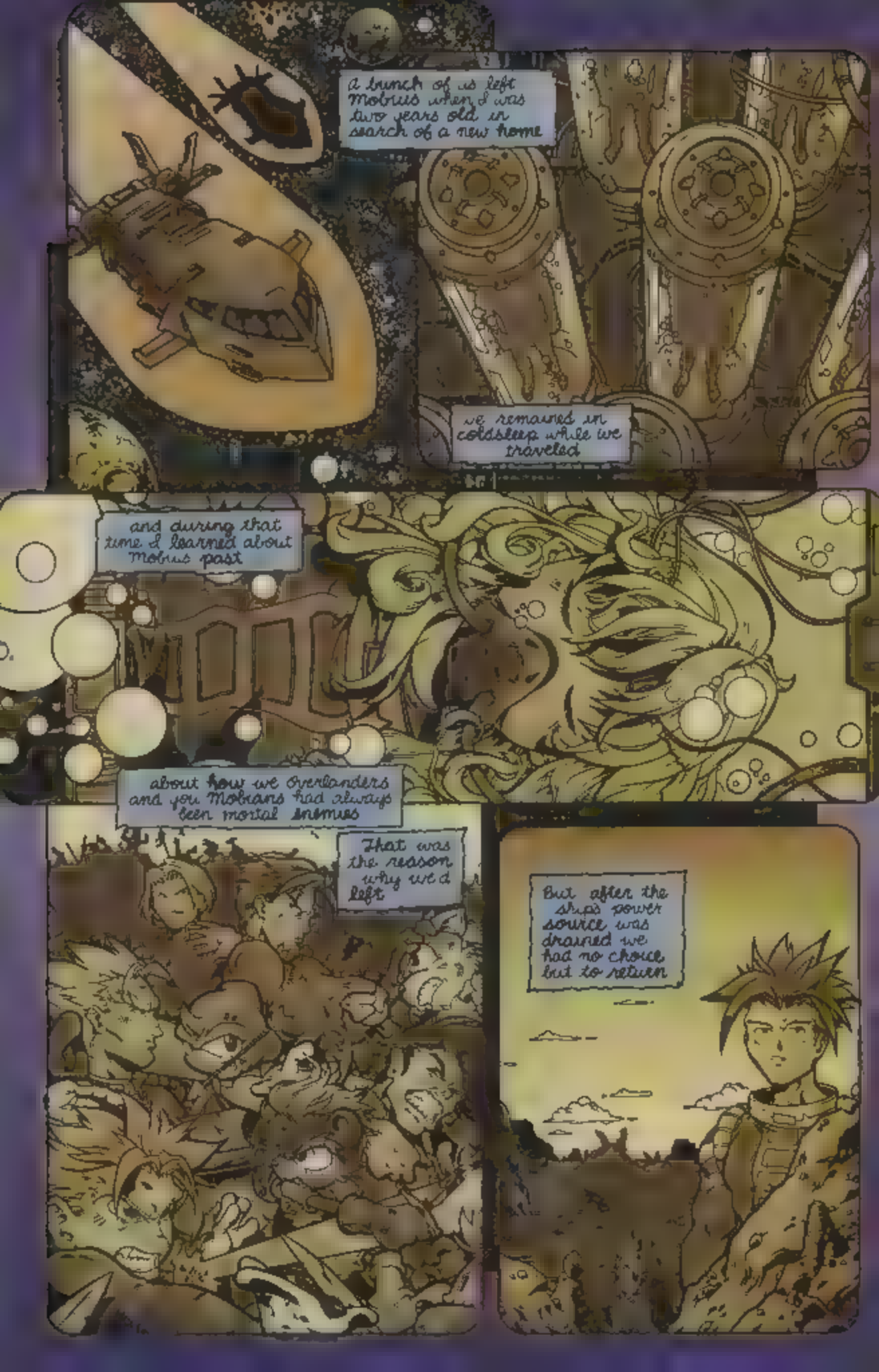
MOM DAD I RECEIVED THIS LETTER FROM AN OVERLANDER REFUGEE DOCTOR ROBOTNIK'S NIECE

"A GIRL NAMED HOPE!"

KARL BOLLERS WRITER J. AXER PENCILER ANDREW PEPOY INKER
JEFF POWELL LETTERER JOSH & AIMEE RAY COLORISTS J.F. GABRIE EDITOR

SHE WRITES "DEAR PRINCESS SALLY.

this is my story


A bunch of us left Mobius when I was two years old in search of a new home
we remained in coldsleep while we traveled
and during that time I learned about Mobius past
about how we Overlanders and you Mobians had always been mortal enemies
That was the reason why we'd left
But after the ship's power source was drained we had no choice but to return

The first time I saw Sonic the hedgehog, I was terrified

I'd never seen an actual Mobian before -- he looked scary!

and when my step uncle Julian -- the ruler of Robotropolis - told me Sonic was evil I believed it so did my stepdad and my grandma

but after seeing a robotized mobian inside Uncle Julians science-fortress

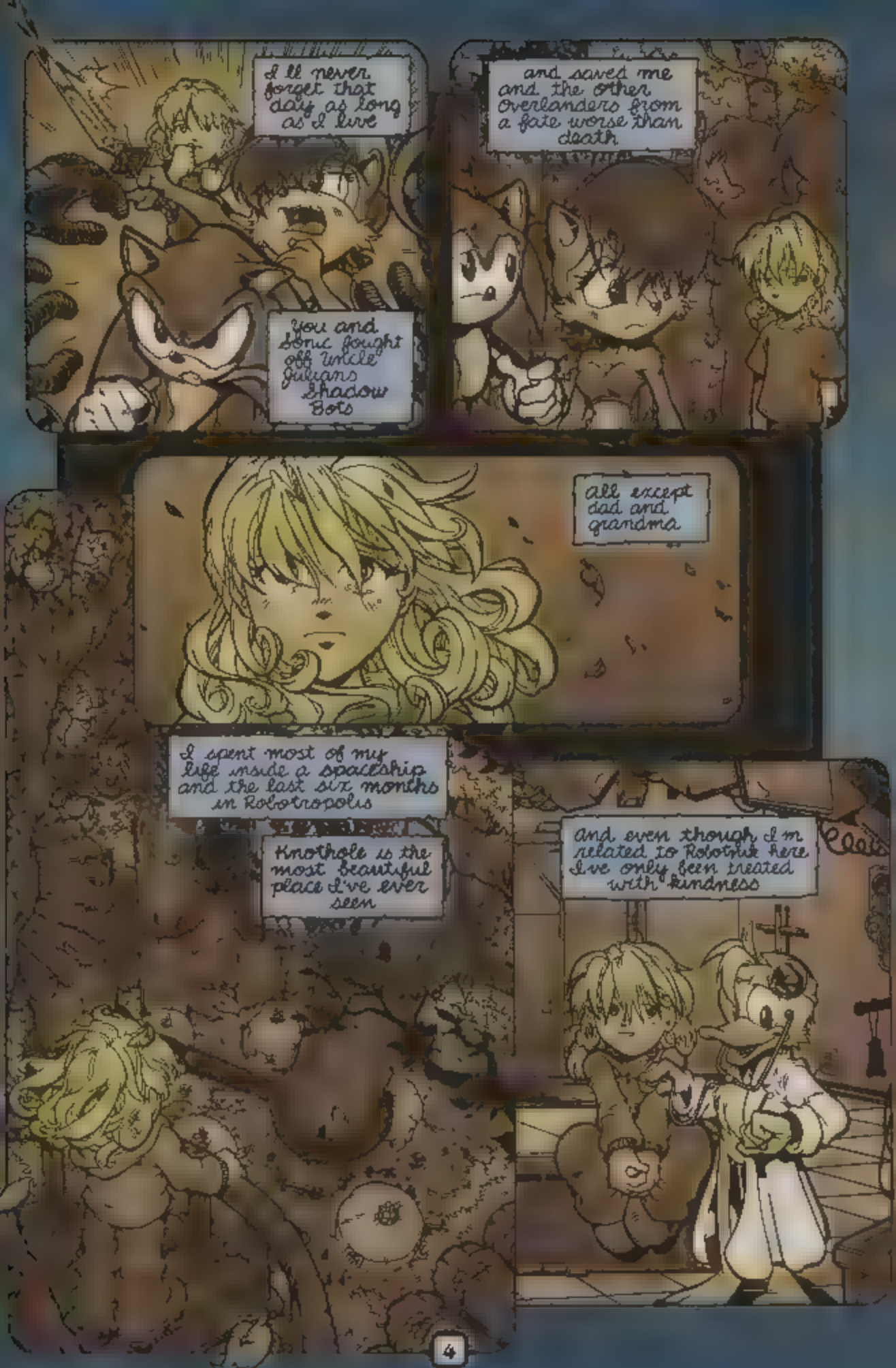
I started to feel differently

when Sonic showed up one day and robotized Mobians were racing through the streets

Uncle Julian said it was an attack but I believed Sonic had led them to freedom

Before I could warn anyone

Uncle Julian revealed he was a robot who planned to turn us all into robots, too!


I'll never forget that day as long as I live
You and Sonic fought off Uncle Julians Shadow Bots
and saved me and the other Overlanders from a fate worse than death
all except dad and grandma
I spent most of my life inside a spaceship and the last six months in Robotropolis
Knothole is the most beautiful place I've ever seen
and even though I'm related to Robotnik here I've only been treated with kindness

I want to thank you Sonic and the other freedom fighters for traveling far away to find a new home for my people

and for also showing me that overlanders and Mobians aren't so different after all

I've seen your love and devotion toward each other

witnessed teamwork and the sense of pride and accomplishment it gives you

and though I know it's not always sunshine and roses around here

I somehow wish I could stay

Hope Kintolor

A UNIQUE WISH

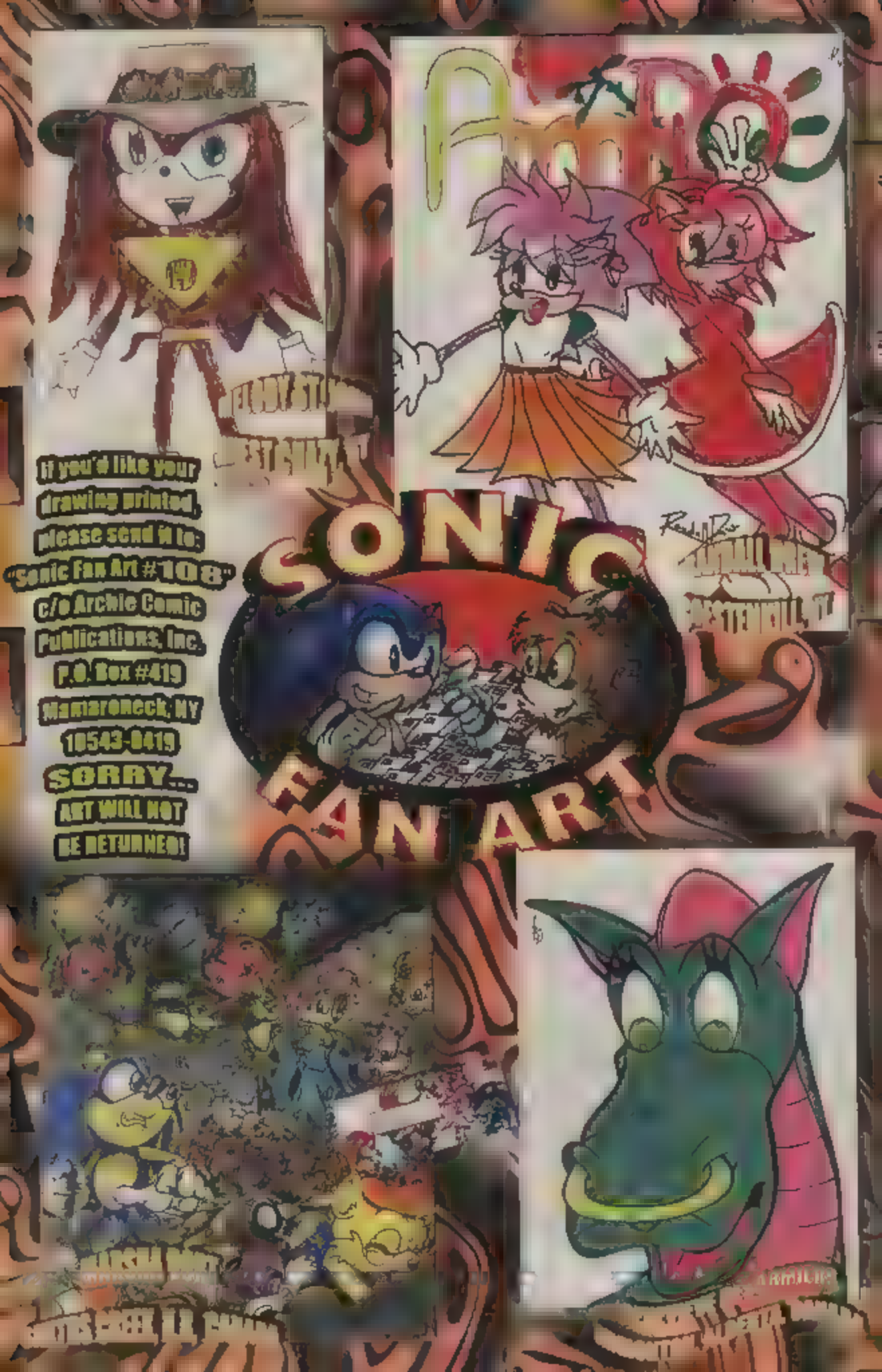
FROM A MOST UNIQUE ORPHAN LET US GRANT IT

YAAAAYY!

WELCOME HOPE

THANK YOU PRINCESS THANK YOU

The End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SORRY...
ART WILL NOT BE RETURNED!
SONIC
FAN ART

HAVING RESTORED THE INHABITANTS OF THE FLOATING ISLAND FROM THEIR IMPRISONMENT IN ANOTHER ZONE,

KNUCKLES ECHIDNA

NOW FINDS HIS ALIGNMENT WITH DIMITRI AND HIS DARK LEGION BEING QUESTIONED BY THOSE CLOSEST TO HIM...

HOW COULD YOU, KNUCKLES?!

SUPPORTING THE DARK LEGION?!!

ANOTHER CHAPTER IN THE ONGOING SAGA OF SEGA'S EVER-POPULAR ECHIDNA, BROUGHT TO YOU BY KEN PENDERS - SCRIPT, DAVID BEST - PENCILS, VICKIE WILLIAMS - LETTERER, JIA RAY - COLORING, TUSHI NGABRE - EDITOR

LIKE YOU WOULD CARE ON THAT SCORE, MOM!

CAN YOU IMAGINE WHAT YOUR FATHER WILL SAY WHEN HE HEARS OF THIS?!

I'M STILL YOUR MOTHER, KNUCKLES, AND I WILL NOT BE SPOKEN TO IN THAT MANNER!

YOUR FATHER AND I HAD OUR DIFFERENCES WHERE YOU WERE CONCERNED--

- BUT WE GENERALLY SAW EYE-TO-EYE WHERE OUR POLITICS WERE CONCERNED!

HAVE YOU ANY IDEA OF THE EFFECT YOUR ANCESTOR HAS HAD ON OUR SOCIETY?

IT'S NOT LIKE THE MITRES* WERE COMPLETELY INNOCENT, MOM!
MAYBE NOT--
--BUT THEY DIDN'T ATTEMPT HOSTILE TAKE-OVERS LIKE YOUR ANCESTOR, EITHER!
SO, WHY NOT HEAR WHAT DIMITRI HAS TO SAY BEFORE GIVING HIM THE OLD HEAVE-HO?
BECAUSE HE REPRESENTS A DANGEROUS THREAT TO MY CHILDREN, THAT'S WHY!
*MITRES--ECHIDNA SPIRITUAL GUIDES, AKIN TO PRIESTS--Justin.
"CHILDREN?"
I'M AN ONLY CHILD, MOM!
I DIDN'T MISSPEAK, KNUCKLES!
YOU'RE GOING TO HAVE A SIBLING!
I'M PREGNANT!
Uh...er... ARE YOU SURE?
REALLY, KNUCKLES! YOU THINK A MOTHER WOULDN'T KNOW THESE THINGS?
GUESS I NEVER GAVE IT MUCH THOUGHT BEFORE!
MUCH LIKE OTHER MATTERS YOU APPARENTLY HAVEN'T CONSIDERED!

AT THAT MOMENT, IN THE HIGH COUNCIL CHAMBERS LOCATED NEARBY, DIMITRI STANDS BEFORE AN ATTENTIVE AUDIENCE...

WHEN I FIRST PROPOSED RESTORING THE FLOATING ISLAND BACK TO ITS ORIGINAL SITE--

--MY PLAN WAS DENOUNCED FOR BEING TOO RADICAL AND DANGEROUS!

I SAY TO YOU NOW--

--RADICAL AND DANGEROUS DOESN'T EVEN BEGIN TO DESCRIBE THE SITUATION SHOULD ECHIDNA SOCIETY CONTINUE TO BE SPLIT DOWN THE MIDDLE--

--BETWEEN THOSE WHO WOULD WELCOME THE NEW AND THOSE WHO STILL CLING TO THE OLD WAYS!

WHAT SAY YOU, MITRE?

I TAKE IT YOU DON'T AGREE?

ON THE CONTRARY--

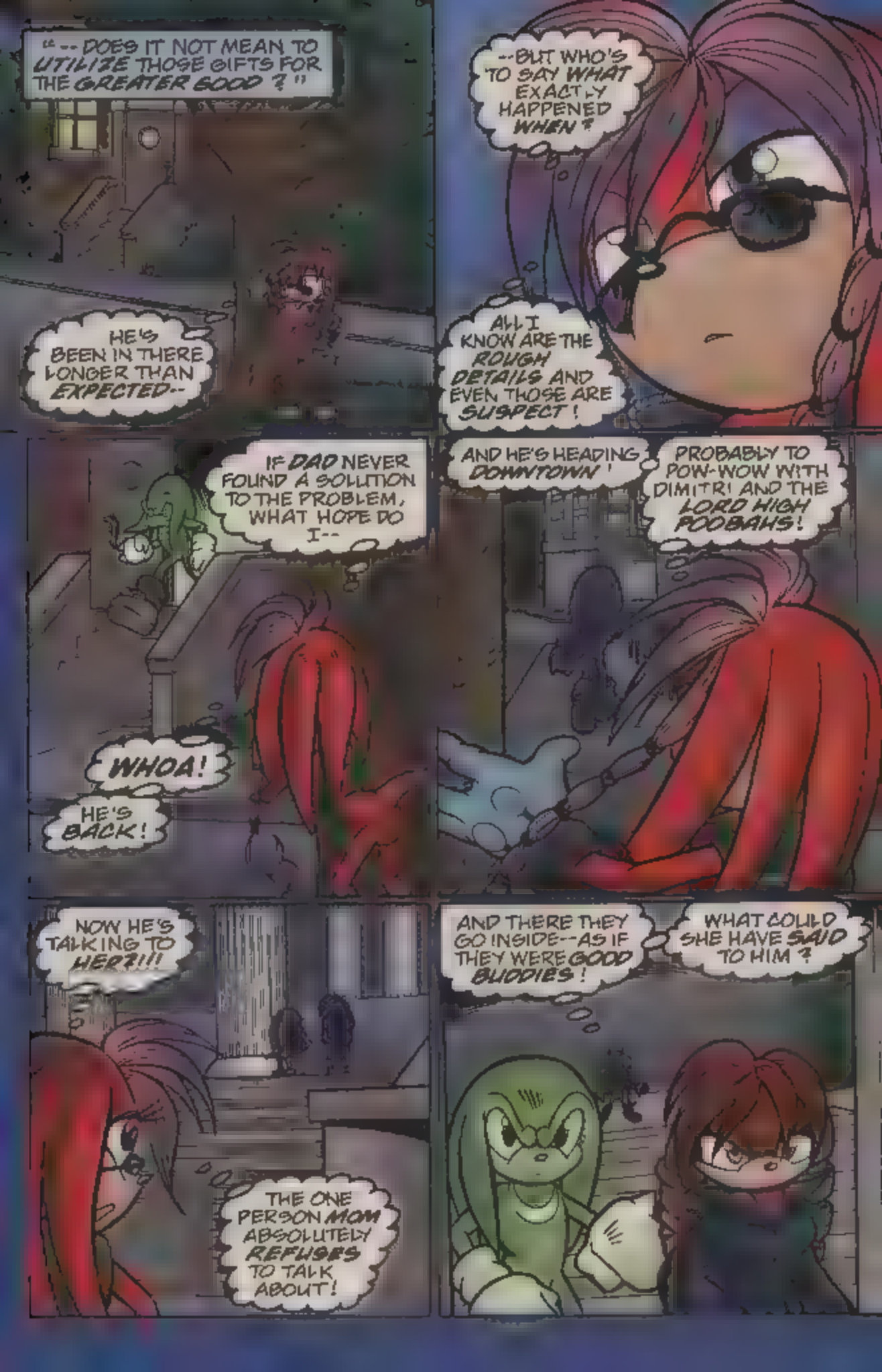
--OUR PEOPLE SHOULD BE UNITED, BUT ARE THEY CAPABLE OF ACCEPTING SO MUCH CHANGE SO QUICKLY?

LOOK AT YOU, DIMITRI--

--A MASS OF SINEW AND BLOOD MELDED TO WIRE AND METAL!

AURORA, HERSELF, DID NOT MEAN FOR ECHIDNA TO ARTIFICIALLY REPLACE WHAT NATURE PROVIDED!

AND IF ECHIDNAS WERE GIVEN THE ABILITY TO REASON AND THINK--


"--DOES IT NOT MEAN TO UTILIZE THOSE GIFTS FOR THE GREATER GOOD?"
HE'S BEEN IN THERE LONGER THAN EXPECTED--
--BUT WHO'S TO SAY WHAT EXACTLY HAPPENED WHEN?
ALL I KNOW ARE THE ROUGH DETAILS AND EVEN THOSE ARE SUSPECT!
IF DAD NEVER FOUND A SOLUTION TO THE PROBLEM, WHAT HOPE DO I--
WHOA!
HE'S BACK!
AND HE'S HEADING DOWNTOWN!
PROBABLY TO POW-WOW WITH DIMITRI AND THE LORD HIGH POOBAHS!
NOW HE'S TALKING TO HER?!!!
THE ONE PERSON MOM ABSOLUTELY REFUSES TO TALK ABOUT!
AND THERE THEY GO INSIDE--AS IF THEY WERE GOOD BUDDIES!
WHAT COULD SHE HAVE SAID TO HIM?

. OUR GOAL IS NOTHING LESS THAN TO *BRIDGE* THE GAP THAT SEPARATES THE *TECHNOCRACY* FROM THE *THEOCRACY*--

--SO THAT OUR PEOPLE CAN LIVE *UNITED* IN [redacted]!

WHAT *ASSURANCES* DO WE HAVE OF YOUR *SINCERITY*, DIMITRI?

YOU AND YOURS HAVE SEVERAL TIMES SOUGHT TO *OVER-THROW* THIS GOVERNMENT BY *FORCE*!

NO BONES ABOUT IT, HIGH COUNCILOR--

--BUT IF I COULD SAY SOMETHING?

BUT, OF COURSE, *GUARDIAN*!

THE CHAIR *RECOGNIZES* THE ONE WHO HAS STOOD AGAINST THE *DARK LEGION* IN *DEFENSE* OF OUR CITIZENRY!

KNUCKLES--?

TRUST ME!

LOOK--

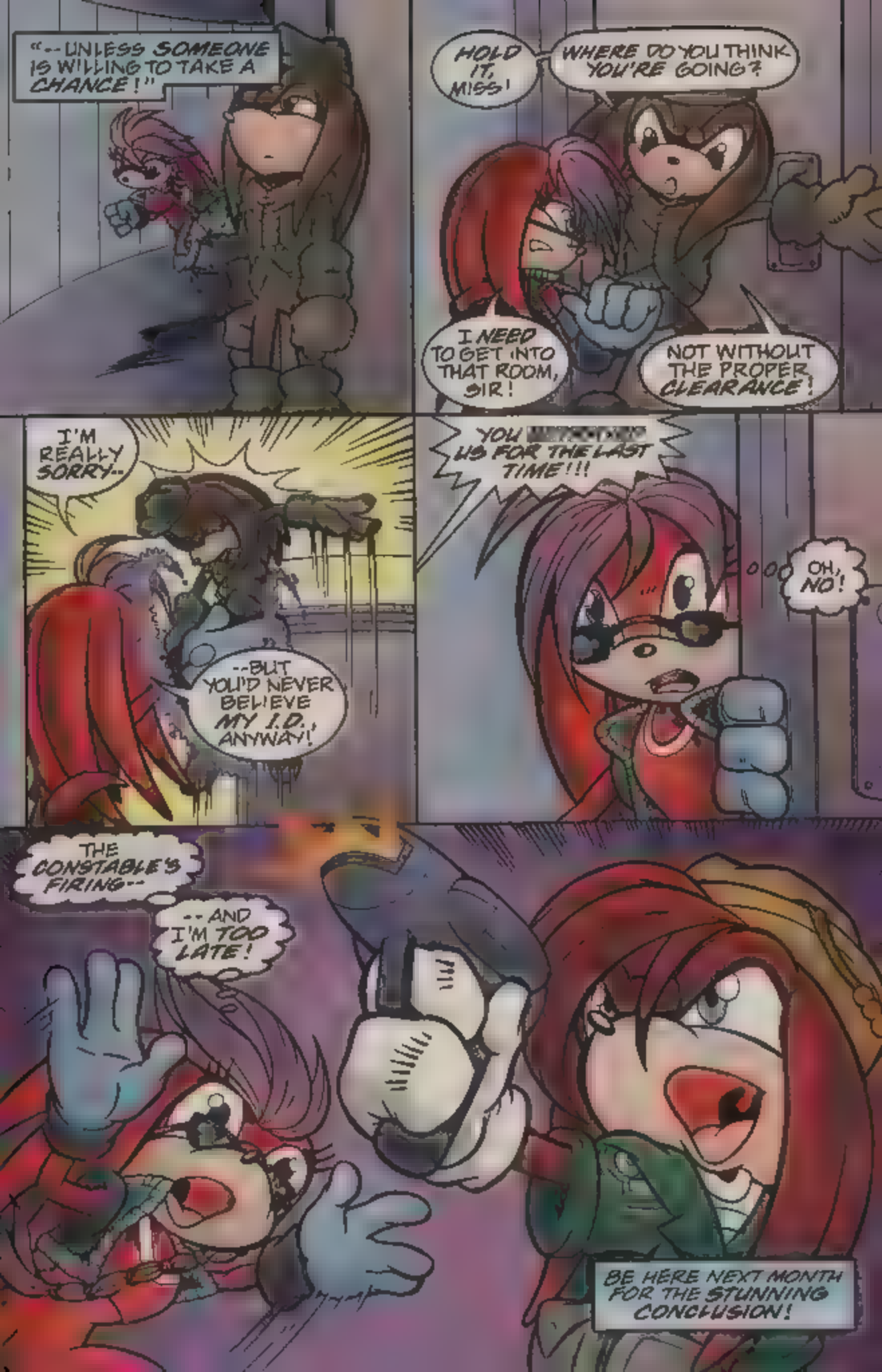
--YOU *KNOW* ME--

--YOU KNOW ABOUT MY *RUN-INS* WITH DIMITRI AND HIS *GOONS*--

--SO YOU GOTTA KNOW--

--IT'S *NOT* THE *EASIEST* THING FOR *ME* TO TELL *YOU* TO TRUST HIM--

--BUT THE *FIGHTING* WON'T *STOP*--


"--UNLESS SOMEONE IS WILLING TO TAKE A CHANCE!"
HOLD IT, MISS!
WHERE DO YOU THINK YOU'RE GOING?
I NEED TO GET INTO THAT ROOM, SIR!
NOT WITHOUT THE PROPER CLEARANCE!
I'M REALLY SORRY--
--BUT YOU'D NEVER BELIEVE MY I.D., ANYWAY!
YOU [illegible] US FOR THE LAST TIME!!!
OH, NO!
THE CONSTABLE'S FIRING--
--AND I'M TOO LATE!
BE HERE NEXT MONTH FOR THE STUNNING CONCLUSION!

SONIC-GRAMS

THIS JUST IN!

SENT BY E-MAIL

Welcome back, gang! Back-up writer **Karl Bollers here!** Hope you enjoyed the new three-story format we debuted this issue. Please be sure to write us here at Archie Comics and let us know how you like it!

In the meantime, since we've expanded our creative staff to include a new writer as well as two new artists, we thought we'd dedicate the next few editorials to hearing their thoughts on everybody's favorite blue hedgehog and his cast of supporting characters! And what better way to do that than by asking a few simple questions? So without further ado, we present the first of:

THE SONIC THE HEDGEHOG INTERVIEWS PART 1: BENNY LEE

KARL: *So how did you get the monthly assignment of writing the lead story in the SONIC THE HEDGEHOG comic?*

BENNY: Well, I graduated with a degree in creative writing from Berkeley and I've always been a huge Sonic fan. When I met Sonic editor Justin Gabrie at Toyfair a few years back, he asked if I would ever be interested in writing for the Sonic comic. I was working on an idea for Nickelodeon at the time, but I told him that if my schedule ever freed up, I'd definitely take him up on the offer. As it turned out, here I am...

KARL: *Which version of Sonic is your favorite? The game version? The weekday cartoon version? The Saturday morning cartoon version? The comic book version (Hint! Hint!)?*

BENNY: (laughs out loud) The Macy's Thanksgiving Day parade balloon!

KARL: *Who is your favorite Sonic villain?*

BENNY: Shadow.

KARL: *What made you decide to bring back the original Doctor Robotnik, if only for one issue?*

BENNY: Come on, we hadn't seen poor Julian since the conclusion of 'Endgame'! I'd say it was long overdue...

KARL: *And, finally, Princess Sally or Mina the Mongoose?*

BENNY: That's easy— Amy Rose!

Well, folks, that's all the time we have for now. Join us next month when we interview none other than penciler J. Axer!

Send letters to:
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c/o Archie Comic Publications, Inc.
P.O. Box #419
Mamaroneck, NY 10543-0419
E-MAIL:
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Thanks for understanding!

COMING ATTRACTIONS

No. 109

Next Issue:

WellHH, I heard what you want to do... 'bout your plan to make me blue... "I Herd It Through The Pipeline". Okay, Okay, so romance is the last thing on anyone's mind as Sonic and the gang go north to free Rotor's herd from the effects of Robotnik's roboticizer. What they'll find is probably more than even Benny and Ron bargained for. As for Karl and J. Axer, do they have a story for you, as Princess Sally has a very serious conversation with the Sword of Acorns itself. Talk about weird. Finally, things come to a dramatic conclusion in REUNIFICATION, wherein nothing remains the same in the city of Echidinaopolis, as chronicled by Ken and Dawn.

Plus, the feature pages! Another

DON'T MISS EXTRAVAGANZA!

Before I get to the mail, I just wanted to toot our horn a little due to the fact that as of this issue, SONIC THE HEDGEHOG has now surpassed Marvel's STAR WARS in terms of comic series longevity. It lasted only 107 issues, while we're 108 and still going strong. With your continued support, SONIC has a chance to become the longest running licensed series in comics' history. And with that, let's check out the latest comments and questions:

Dear Sonic-Gram,
I have so much I'd like to talk about, but I'm going to keep it short. Currently, your series is the only comic book I read, because it's the only one that's interesting. You guys have done some terrific adaptations of the games, but I think it would be cool if Sonic Team did a game based on your awesome comic.
One thing that has bothered me concerns Knux. You should call the Floating Island by its proper (and original) name "Angel Island".
Props also to Nelson Ribeiro for his awesome work on the Downunda's in issue #105. Now if you guys could only make more Sonic Super Specials.
Your friend, Josh Mills

Nelson will be happy to hear someone recognizes his contribution, as it's usually the regulars who get singled out. And what about the great job the letterers and colorists do? That book wouldn't be as great as it is without their talents as well. (To say nothing of JoepeP in production.) As for your game idea, maybe if our readers sent their letters to the nice people at Sega then it might get them interested in such a project. Anything's possible!

Dear Sonic-Grams,
I got into a discussion the other day concerning Mobians who WANT to be roboticized keeping their will when the reason Uncle Chuck trashed it was because it took away free will from anyone it was used on. My take it that since the days of old when Chuck created the Roboticizer, the technology has since then been solely in the hands of Dr. Robotnik. ANY kind of changes to said Roboticizer technology could be made at that time. The "secret project" Robotnik had been working on for a while was an "upgrade" to the Roboticizer technology, which I call Roboticizer 2.0. It borrows from the original technology but is
vastly different in what it does and how it does it. With Chuck's roboticizer (we'll call it the 1.0 version) - free will was completely taken away, making the victim mobile, but unable to keep their own free will unless some means of magic brought it back - such as the case of Chuck himself.
Dr. Robotnik has had QUITE a long time with the technology by himself to manipulate and tweak certain facets of it. And thanks to the Monkey Khan link, he had worked on cyborg technology before - which is how you can possibly incorporate Snively's button hand into this.
If you just ignore the continuity glitch that an already roboticized something will blow up in a roboticizer, you can easily say that Robotnik's "Hand Touch" roboticizer makes sense if you think of it as a newer version in comparison to touch. The Roboticizer 2.0 renders the victim COMPLETELY inert and immobile unless you submit to Dr. Robotnik - a bio organic machine himself... it's like a computer being controlled by another computer in a sense. For example - internal things like a Zip Disk or Printer can't work unless attached to a computer, correct? So Snively had to agree basically to completely submit his will to Robotnik if he ever expected to remain mobile. Nate, Cheddarmund, Colin, and Agnes of course - never had that chance...
My guess is that when Robotnik WANTS them to move and do his labor as his slaves - he'll make them do so. THIS WAY, he has more control over his own robots and can prevent the Sword Of Acorns from interfering and providing a "macguffin" way out. He'll can pretty much have COMPLETE and total control - something the original roboticizer never really had a full grasp over. If you think about it in these terms it makes sense. Do you guys agree?
WB

Karl says correctomundo. WB, and with Julian's concurrence, that's about as good an explanation as anyone will come across explaining how the process now works. Good job.

Dear Sonic people,
I really enjoy your work that you guys have done! I just recently ordered some Knuckles the Echidna back issues. I hope to get them some time soon. On to the questions: (1) When did Wombat Stu get transferred to the King's secret service? (2) When did Queen Alicia get found? (3) What issue of Sonic the Hedgehog did Knuckles first appear in? (4) When did you guys first start writing Sonic comics? (5) How old is Dimitri and what happened to Edmund? (6) What issue of Knuckles the Echidna is Enerjak in? To Dawn Bear: I love your art with Knuckles. It is awesome!! Spaz and Harvo, you guys do an awesome job with these covers! That's it for now. DO NOT I repeat DO NOT stop making Sonic comics. Please write me back soon okay!
Your True Blue Sonic Fan, **Micah Pratap**

Wombat Stu hooked up with the Royal Secret Service back in issue #61. Queen Acorn was revealed to be on the Floating Island in KNUCKLES #21. KNUCKLES first appeared in the now-classic — and very much hard-to-find —SONIC #13 (this story was also reprinted in SONIC FIRSTS and SONIC SUPER SPECIAL #3). I started writing Sonic with issue #11 while Karl made his debut in #53, and Dimitri is at least 400 years old by any standard Mobian measure of time whereas Edmund met his demise many moons ago in KNUCKLES: THE DARK LEGION #2. As for Dimitri's alter-ego Enerjak, he appeared in the first Knuckles mini-series as well as appearing in the Dark Vengeance storyline in Knuckles issues #7 through #9.

Dear Sonic peoples;
I just wanna' say thank you. I've been a True Blue fan since the first "Sonic The Hedgehog" video game waaaay back. Since, what was it? 10-11 years ago? I just loved the that game (which I still pull out and play once in a while.). Which led me to watch the Sonic cartoon series every Saturday morning. I wasn't aware of the comic book until my best friend bought me "Sonic The Hedgehog #2." I was hooked! And the rest is history. I'm turning 18 in a few months and, while reading issue #105, I realized that I grew up with Sonic. I still play his games, draw fan art, and buy and read the wonderful comic which you guys put out every month. I just wanna' thank you guys for that. For you to do that, speaks of "Da' Hog's" popularity. Keep on doing what you guys do, and I'll (not to mention the legions of Sonic fans out there) keep on reading.
~S-Jay, (Total 'Hoghead)

What more can I say? We've been getting a lot of mail lately from readers telling us how they've grown up along with the book, and I think I can safely say for everyone connected with the book that we're extremely touched by how much our efforts have meant to a lot of people. We'll keep at it as long as you guys keep checking it out.

And that's it for this issue, so check back with us next time for the usual comments, compliments

Cover illustration by Patrick Spaziante and Nelson Ribeiro
with colors and separations by Josh D. Ray. Edit page layout & design by JoepeP.

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